

SALVATORE BONDI

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Experience Designer and classically-trained Industrial Designer dedicated to a user-centered approach to creating elegant, world-class experiences.

DESIGNER TOOLBOX

| | | | |
|-----------------------|---------------|-------------------------|-------------------------|
| User centered design | User research | Design sprints | Sketching |
| Building user empathy | Agile/Scrum | Usability testing | 3D modeling |
| Design Thinking | Lean UX | Interactive prototyping | Presenting/storytelling |
| Adobe Creative Suite | Balsamiq | Autodesk Alias | Autodesk VRED |
| Principle | Camtasia | Autodesk Speedform | Autodesk Sketchbook |
| InVision | WIKI | Autodesk Studiowall | Autodesk Fusion 360 |
| Sketch | Agile | Autodesk Maya | Rhino |
| Axure | Keynote | MODO | Keyshot |

EXPERIENCE

Autodesk Inc. | Principal User Experience Designer, Automotive | 2011- 2017

Charged with improving automotive design studio experiences for 3D design, visualization and creative collaboration tools within Autodesk's automotive suite of applications.

UX Improvements

- _ Led UX Design on ground-breaking initiatives that improved interoperability of workflows between dependent family of software; Alias, Maya, Studiowall and Shotgun.
- _ Drove successful customer engagement with designers and stakeholders from clients like Honda, GM, Tesla, BMW, Ferrari, Ford, Nissan and Apple.
- _ Recognized by Autodesk leadership and clients for having exceptional skills at leading stakeholders while building empathy and trust with product owners and development teams.
- _ Drove initiative to integrate elevated mockups, prototypes and style guides into Autodesk's UX strategy.
- _ Accelerated product development feedback loops and generated revenue for directed engineering contracts.
- _ Developed and delivered curriculum and mentoring program to introduce and improve use of UX development tools like card sorting, wire-framing, journey mapping, persona development and LUMA techniques.
- _ Presented on behalf of the Automotive UX team at high profile launch tours and customer advisory board events across the world (audiences of 300+).
- _ Pioneered the use of presentations leveraging live-demos with workflows that were contextual to the audience.

Swift+ Creative | Co-founder and Design Director | 2009 - 2011

Directed a creative agency specializing in industrial and experience design.

UX / ID Improvements

- _ Drove industrial design and UX initiatives that increased studio revenue by 250% in first year.
- _ Executed or directed all aspects of industrial and user experience design.
- _ Consulted with small and large businesses to provide guidance for implementation of internal industrial design teams.

Network Appliance | Senior Industrial Designer | 2001 - 2009

Hired to lead and launch the organization, systems, vision and processes for first-ever internal Industrial Design team.

UX / ID Improvements

- _ Drove the adoption and implementation of propriety protocols and systems for NetApp ID.
- _ Integrated 3D visualization tools (in place of printed and machined models) for cost savings and accelerated buy-off process. Decreased end-to-end development time by 2.5 months.
- _ Initiated product usability counsels and developed processes for usability testing and ergonomic audits to create consistent experiences between diverse product line offerings.
- _ Initiated programs for human factors analysis and out of box product testing.
- _ Introduced collaborative online workspaces to track projects and align team members.
- _ Collaborated with internal UX team to align hardware and software experiences.

Praxis Product Design | Industrial Designer | 1996 - 2001

Silicon Valley Industrial Design and Engineering consultancy specializing in medical and consumer product development.

ID Achievements

- _ Lead designer with Oral-B, Casio, and Network Appliance programs.
- _ Designed Oral-B “Ages and Stages”, a toddler toothbrush that remains one of the top-selling youth toothbrushes after more than 16 years.
- _ Managed prototyping facility for creating structural and proof of concept models.
- _ Developed new processes for exchanging surface control files from Alias to Pro-Engineer speeding up Industrial design development.

EDUCATION

B.S. Industrial Design, San Jose State University

ADDITIONAL TRAINING

- _ LUMA institute – Human centered design methods
- _ Autodesk Employee Leadership Program
- _ Autodesk Speaking with Impact
- _ Ken Blanchard Situational Leadership Training Level II